

# Garfield - Big Fat Hairy Deal

## LOADING

### Sinclair Spectrum:

Tape: type in LOAD \*\* and press enter (use the 48K mode on a 128K)

Disc: type RUN

### Commodore 64/128:

Have your 128 in C64 mode

Tape: press SHIFT and RUN/STOP to load the game

Disc: enter LOAD \*\*\*,8,1 and press RETURN

### Amstrad CPC:

Tape: press CTRL and the small ENTER key

Disc: type RUN "GARFIELD" (press RETURN)

### Atari ST/AMIGA:

Have the disc in the main drive ('A') when you switch the computer on and the game will load and run automatically.

## CONTROLS

We generally recommend the use of a joystick to play this game. You will have to use a joystick for the ST and AMIGA versions. The joystick controls are for ST/AMIGA are:

LEFT	WALK LEFT
RIGHT	WALK RIGHT
UP	JUMP
DOWN	PICK UP/DROP
FIRE ONLY	KICK
FIRE/UP	WALK INTO SCREEN
FIRE/DOWN	USE/EAT

The Commodore 64 requires a joystick as well (used in Port 2):

LEFT	WALK LEFT
RIGHT	WALK RIGHT
UP	JUMP
DOWN	PICK UP/DROP
FIRE/LEFT	KICK LEFT
FIRE/RIGHT	KICK RIGHT
FIRE/UP	WALK INTO SCREEN
FIRE/DOWN	USE/EAT
FIRE ONLY	TOGGLE STANDING - ALL FOURS/HIND LEGS
SPACE	PAUSE
F1	MUSIC ON (Press during title screen)
F3	SOUND EFFECTS ON (Press during title screen)

The Keyboard controls (Amstrad & Spectrum only) are:

	SPECTRUM	AMSTRAD
WALK LEFT	O	O
WALK RIGHT	P	P
JUMP	Q	Q
PICK UP/DROP	A	A
KICK	M	SPACE
WALK INTO SCREEN	M/Q	SPACE/Q
USE/EAT	M/A	SPACE/A
PAUSE	H	RETURN
RESTART		JUMP
QUIT GAME		CTRL/ESC

On the Amstrad use the 'JUMP' to start the game.

## THE STORY SO FAR ...

I wonder what day it is? Hum ...

"Garfield!"

What's that??

"Garfield ... Arlene's been taken to the City Pound !!"

Helloo Monday ... it must be Monday. Nothing good happens to me on a Monday.

Well, I suppose ... yawn ... that it's time to get started. Where's Odie? Where is the world's most stupid dog?

Perhaps he could go to the pound for me ... no, I suppose I'd better go myself ...

This is going to be difficult ... John's even locked the refrigerator. Can't even say Hello to the Lasagna ... and I suppose I can't even get at this coffee without him kicking me out!

It should be easy for me to find the City Pound ... although it will probably be a little easier for me to find some other places ... say the Butchers ...

Yup ... I should be okay as long as Odie and Nermal (the World's cutest kitten) can help me ... and as long as I don't get too many Snack Attacks!

## HINTS AND TIPS

Garfield naturally gets pretty hungry from time to time ... well, OK, all of the time ... and there's plenty of things around that look appetising ... hum ... in fact, most things look appetising when he gets hungry enough. Which is most of the time! But some of the objects are going to be pretty useful to our favourite cat in his search for the City Pound and his quest for a way to get in to it and release Arlene. Keep his energy up, and try not to get too tired ... well a cat's got to rest. But he's going to have to be a pretty smart cat to get Arlene out (Super-Sleuth look out, Sherlock-Cat's about!). And he'll have to use every ounce of his super deductive powers to ... well to get out of the house to start with! Preferably with a full stomach and plenty of rest. But just because there's a good deed to be done doesn't mean a dude can't have a little fun along the way ... kicking his good buddy Odie perhaps ... or ... maybe eating a little something ... So get out there, do it to Monday before it does it to you, and, yeah, take it easy ...

## CREDITS

Spectrum/Amstrad/Atari ST coding: Steve Cargill

Spectrum/Amstrad/Atari ST/Amiga graphics: Jack Wilkes

Amiga coding: Steve Cargill & John Jones Steele

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